

THE AL13NS[®] TRADING CARD GAME

Hidden around every corner of our own world is an entire other universe of factions and beings fighting for control of hidden ancient artifacts.

Broken down into six distinct Disciplines by the **Supernatural University**:

CRYPTOZOLOGY

From overwhelming monstrosities to creatures thought to only exist in legend those able to lead them are able to crush their enemies and draw from the hidden powers in their lands.

PHENOMENOLOGY

Ancient forces and deities that have long influenced this planet allow masters of this discipline to see far into other worlds and guide the earth's natural forces to battle their rivals.

PARANORMOLOGY

Rising from the dead or refusing to leave earth and haunting the living, the world of the paranormal is able to continue its search for ancient powers and artifacts long after death.

CONSPIRACY

Hiding in plain sight, these powerful and influential families wield cutting edge military technology combined with otherworldly connections to maintain their control.

MAGICOLOGY

Documented by humans for ages but thought to be myth, the realm of magic allows its followers to manipulate and control occult arts to rise to superhuman levels and stand against the universe's strongest foes.

UFOLOGY

Plotting from the stars their hidden wars against various earth governments, these distant races are able to use their advanced tech and massive scale to complete their missions to earth.

Choose which Discipline to master and which leader to trust as you join the eternal struggle for ancient artifacts and powers in AL13NS[®].

THE DECKS

Your AL13NS[®] cards will be split into two different decks, your **Follower Deck** made up of the vertical Follower cards and a **Resource Deck** made up of your horizontal Resource Cards.



LEADER CARDS

Each deck will have a single Leader Card that will be available for play at any time and provide powerful deck defining effects and abilities.



FOLLOWER CARDS

Followers make up the majority of your army and bring with them powerful abilities as well as attack directly.



RESOURCE CARDS

Your primary tool for generating the necessary resources to call upon your Leader and Follower cards while also giving you the option to sacrifice them for greater effect



NEUTRAL CARDS

Choose up to 12 neutral cards and a maximum of 3 per card. Vertical neutral cards go in to your follower deck. Horizontal neutral cards in your resource deck. Artifact cards can only have 1 copy per deck and start the game in your hand.

PARTS OF A CARD

FOLLOWER AND LEADER CARDS

Combat #: Amount of resource required to play/Amount of dice rolled while attacking.

Stamina #: Amount of dice rolled while defending/Amount of damage counters it takes to destroy the follower.

NAME:

Ability: Instead of attacking, some cards have abilities that can be activated.

Passive: Some followers have passive abilities that continue to affect the game as long as the card remains face up. Some passive effects that show up on many cards will be Keyworded in Italics.



PARTS OF A CARD

SCHOOL BADGE



RARITY KEY

Common = Common, Uncommon = Uncommon, Rare = Rare, Epic = Epic, Leader = Leader

SETTING UP

► Players will all need their own deck with a Leader card, a Follower deck and a Resource deck as well as at least one six sided die.

► Players will also need a way to track damage counters on Followers as well as the players Health Pools. AL13NS[®] damage counters and dice are included in your starter pack.

► Each player marks their starting Health Pool at Eighteen (18), when a players Health Pool is reduced to 0 they lose the game.

► Each players roll a pair of dice, highest roll decides if they will go first or second.

► Once its decided which player goes first each player draws 5 cards from their follower deck and adds their leader to their hand.

► Whichever player is decided to go first CAN NOT enter combat or use activated abilities of any of their cards.

PLAYING THE GAME

Each turn players will be able to “Establish” a resource card and draw from their Follower deck and after turn one “Flip”, then players are free to choose to attack and use abilities in whatever order they wish.

TURN START

Establish | Put the top card of your resource deck in play face up.

Draw | Take the top card from your Follower Deck and add it to your hand.

Flip | Turn any facedown cards you control face up or if they have flip counters on them remove a flip counter.

ACTIONS PHASE

After **Establishing**, **Drawing** and **Flipping** players enter into the action phase.

Players can choose between the following in any order:

- Play Follower or Leader cards by generating resources with Resource Cards

- Activate abilities on any Resource, Follower, or Leader card.
- Sacrifice Resource cards for additional effects.
- Enter combat with any Follower or Leader card.

COMBAT RULES

During a player's turn at any time they can choose to enter combat with a Follower/Leader card in play, this can be repeated until a player no longer controls a Follower that has not attacked or used an action this turn.

Players can choose to target any Follower/Leader opposing players control or the opposing players themselves.

Once a player has selected which Follower they are entering combat with and their target both players roll a number of dice equal to either the Stamina# or Combat# of the card plus any additional effects.

Attacking Followers always roll dice equal to their Combat#
Defending Followers always roll dice equal to their Stamina#
If an opposing player is selected for combat they roll 0 dice

COMBAT DICE ROLLS

Once the amount of dice rolled is decided both players roll and count up the amount of Sword Icons (1-3), Shield Icons (4-5), and Neutral Icons (6)

WHAT HAPPENS

WHEN YOU FLIP A CARD

Most Resource Cards and Some Leader and Follower cards will require you to “Flip” the card to activate its ability or generate resources.



To do this you simply “Flip” the face up card to face down. Once a card has been Flipped and is in the face down position all passive effects of the card are turned off and it cannot be selected for combat until it is flipped back face up at the start of the next turn.

Example of a card in face down position

RESOURCES

In order to play many of your Leader and Follower cards you will need to generate resources of the required **Matter Type**.



MATTER

CRYPTOZOLOGY
PHENOMENOLOGY

ANTI-MATTER

UFOLOGY
MAGICOLOGY

DARK MATTER

PARANORMOLOGY
CONSPIRACY

Once you have flipped or sacrificed a resource card, or used an ability that generates resources that amount will go into your Resource Reserves.

Resources will remain in your Reserves until you spend them to play a Leader or Follower, or the turn ends.

HOW TO PLAY CARDS

In order to get your Leader and Follower cards onto the Playing Zone you must play them from your hand.

To play a card you simply spend the amount of resources from your resource reserve equal to the Combat# of a Follower



(Followers with a Combat# of 0 can be played without spending any resources)

Once you play a Follower Card they are placed in the Playing Zone above your Resource Cards.

Follower cards in play can be selected to enter combat, have their activated abilities used and allow you to benefit from their passive effects.

ACTIVATED ABILITIES

Some Leaders, Followers, and Resource Cards have Active and Sacrifice Abilities, these can be activated at any time during your turn, for Sacrifice abilities the card must also be Sacrificed.

To Sacrifice a Resource Card - Remove it from play and place it face up in the Afterlife Zone next to your Follower Deck.

To Sacrifice a Follower Card - Remove it from play and place it face up in the Afterlife Zone next to your Follower Deck.

To sacrifice a Leader Card - Turn it face down with 2 flip counters.

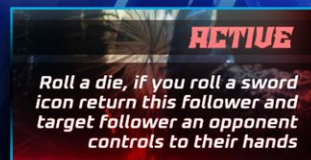
ROLLING DICE

Each player will also need a number of six sided die (d6) for use during combat and for certain abilities. Any regular six sided die can be used in place of official game pieces.

There is Three (3) different outcomes of a die roll:

- **Sword Icon**: 1-3 on typical d6
- **Shield Icon**: 4-5 on typical d6
- **Neutral Icon**: 6 on typical d6

1. ACTIVE



2. ROLL 1-3



3. CARDS RETURN TO PLAYERS' HANDS



WINNING THE GAME

In order to win you must reduce your opponent or opponents Health Pool to 0

HOW TO BUILD A DECK

Choosing which School or Schools of the Supernatural University to command is up to you.

Your starter product will include Two ready to play decks with the appropriate Leaders.

However you can always build your own deck using the following rules.

- Your Deck must have One (1) Leader Card (choose wisely your leader card will determine which Matter Type you will be using)
- You must have at least 40 cards spread across your Resource Deck and Follower Deck.
- Your decks can't contain more than 3 copies of any single card.

Your Follower Deck and Resource Decks can only contain cards of the same Matter Type and a maximum of 12 Neutral cards.

Ex: If your Leader is Lycan, since it is a Cryptozoology card you can only include Matter Type (Cryptozoology, Phenomenology) and Neutral Type cards in your decks

MULTIPLAYER GAMES

AL13NS® requires a minimum of 2 players, but any amount of players with a deck can join into a single game.

Simply decide which player will go first with a dice roll or any way you choose and then play the game as normal, passing the turn to the player to either the left or right of the starting player.

When a player's Health Pool is reduced to 0 they are eliminated and the last player remaining wins.

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